

IN THE CLAIMS:

1. (currently amended) A method for rendering a texture onto a surface of ~~an~~ a first object model represented ~~with~~ by a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on ~~each one~~ one of said plurality of texture lines, by projecting ~~the~~ said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a ~~from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, ~~and thereby~~ rendering the ~~stereoscopic object~~ texture data on the ~~defined region~~ surface of the first object model.

2. (original) A method for rendering a texture according to claim 1, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

3. (currently amended) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;

means for ~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on each one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a ~~from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, ~~and thereby rendering the stereoscopic object texture data on the defined region~~ surface of the first object model.

4. (original) An entertainment apparatus according to claim 3, wherein

said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

5. (currently amended) A storage medium readable by an information processing apparatus, having recorded therein a program for causing the information processing apparatus to execute a rendering process, said program comprising:

storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on ~~each one~~ of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a ~~from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, ~~and thereby~~ rendering the ~~stereoscopic object~~ texture data on the ~~defined region~~ surface of the first object model.

6. (original) A storage medium according to claim 5, readable by an information processing apparatus, having recorder therein a program, wherein

said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

7. (currently amended) A program for causing an information processing apparatus to execute a rendering process, comprising:

storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on ~~each~~ one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a ~~from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the ~~stereoscopic object~~ texture data on the ~~defined region~~ surface of the first object model.

8. (currently amended) A method for rendering a texture onto a surface of an object model represented ~~with~~ by a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot;

~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on ~~each~~ one of said plurality of texture lines, by projecting the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a ~~from an arrangement~~ relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, and thereby rendering the ~~stereoscopic object~~ texture data on the ~~defined region~~ surface of the first object model.

9. (currently amended) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented ~~with~~ by a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot;

means for ~~supposing a stereoscopic object~~ preparing a plurality of second three-dimensional object models, each second model based on ~~each one~~ each one of said plurality of texture lines, by projecting ~~the said one~~ the said one texture line in a light traveling direction from a virtual light source while possessing color information by means of a shadow volume method, thereby forming a from-an-arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between ~~the stereoscopic~~ each second object and the surface of the first object model as a region for rendering the associated texture line, ~~and thereby rendering the stereoscopic-object texture data on the defined-region surface of the first object model.~~